ELECTRONIC

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NINJA GAIDEN III™

THE ANCIENT SHIP OF DOOM

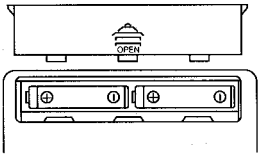
LCD VIDEO GAME

1 THE NINJA GAIDEN III STORY

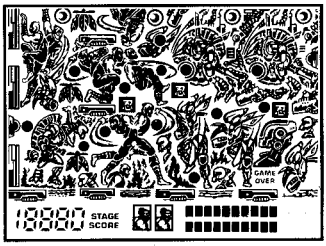
Once again Ryu is forced into the martial arts challenge of his life. Except this time, the enemies are deadlier than ever before. Lurking behind each stage of action is a stage boss whose only thought is massacre and destruction. The menacing stage bosses include the Mantiss Warrior, the Night Diver, the Great Kogane, the Sandeater, and the Giant Boss himself.
Throw in four marauding robots, blistering cannon attack, and runaway fire, and Ryu is up to his ears in evil! Only the greatest of Ninjas can survive this!

2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.

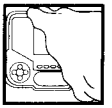


3 CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

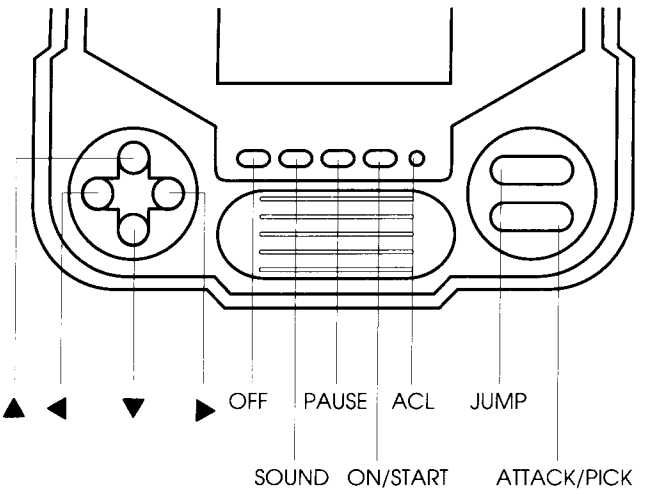
4 THE OBJECT OF THE GAME

You must survive through 5 stages of evil and mass destruction by defeating the stage boss at the end of each stage—and all the deadly enemies in between!

You lose a life when your power bar drops to zero. You lose the game if you lose all 3 lifes.

You WIN the game when you complete stage 5 by destroying the Giant Boss!

5 CONTROL GUIDE



ON/START	—To turn on the unit. —To start the game. —To start each stage. —To exit pause.
PAUSE	—To pause the game.
SOUND	—To control sound: on or off.
OFF	—To turn off the unit.
" ▲ "	—To climb the wall.
" ▼ "	—To move down.
" ◄ "	—To turn back.
" ► "	—To move forward.
ATTACK/PICK	—To attack with your weapons. —To pick the "power boost". —To pick the weapon ball.
JUMP	—To jump up.

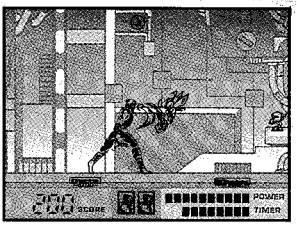
6 FEATURES

—5 stages of blood-curdling martial arts
—5 maniacal stage bosses
—weapon balls
—power boosts
—built-in melody
—sound on/off control
—high score retained
—built-in automatic power-off timer

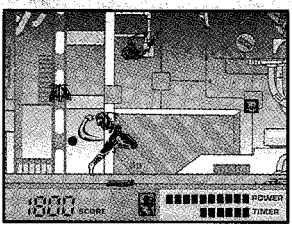
7 GAME SUMMARY

You must survive all 5 stages in order to survive. You are given 3 lifes as well as power. You lose power when you are attacked. When your power level reaches zero, you lose a life. Lose all 3 lifes and you lose the game (and die a pitiful death).

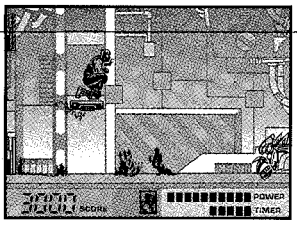
Attack back using your Ninja sword and Ninja weapon ball! You will score points for every enemy you defeat. Pick up the POWER BOOST to refill your power bar and life to full! You must defeat the stage boss lurking at the end of each stage in order to advance to the next stage. Defeat the stage 5 stage boss—the Giant Boss—and you WIN the game.



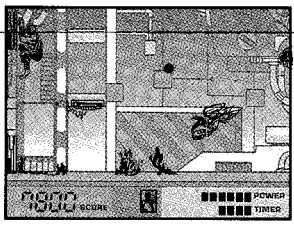
In stage 1, only 2 kinds of robots will come out to attack you! At the end of the stage, you will face the Mantiss Warrior, your first stage boss! The Mantiss Warrior will attack you with fire. Jump to the wall to prevent his attack!



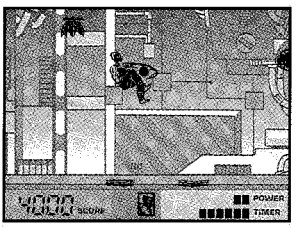
During stage 2, you must pass through the floating sand. If you don't move forward or jump, you will sink into the sand and lose a chance! ...There's the "power boost"! Pick it up to increase your power and life back to full!



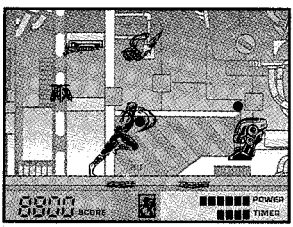
In stage 3, fire will appear on the floor. Jump up to the stand to save yourself! But the stand can fall into the fire—so when the stand blinks, press the JUMP button to jump to a higher stand! ...Beware—the stage 3 stage boss will split his body in half to successfully attack you!



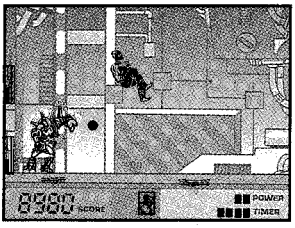
In stage 3, the wall can appear when the fire does. Climb the wall until the stand appears! ...Also beware of attack from the cannon gun!



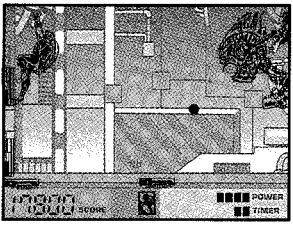
Sometimes the flying robot appears. It will float in the sky until you hit it!



In stage 4, floating sand as well as fire will endanger you! Jump onto the stand or climb the wall to protect yourself! ...Beware—even more enemies will appear to defeat you!



The stage 4 stage boss is the Sandeater! It will sink into the sand so you can't attack it! But it will attack you from the depths of the sand! Pretty scary stuff!



In stage 5 (the final stage), you will be confronted by all the stage bosses! At the end of the stage, you will be attacked by the Giant Boss! You must fight back with only your sword! Beware—the bullets of the Giant Boss can reflect to attack you!

8 HOW TO PLAY

Press the ON/START button to turn on the game. You'll hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to begin the game from stage 1!

You always play as Ryu. Use the following buttons to employ all your martial arts skills :

" ▲ "	-To climb the wall
" ▼ "	-To move down
" ◄ "	-To turn back.
" ► "	-To move forward.
ATTACK/PICK	-To attack with your weapons. -To pick the "power boost" or "weapon ball"
JUMP	-To jump up.

Each stage presents it's own enemies and dangers:

ENEMIES/DANGERS:	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5
ROBOT A	YES	YES	YES	YES	YES
ROBOT B	YES	YES	YES	YES	YES
ROBOT C	-	YES	YES	YES	YES
ROBOT D	-	YES	YES	YES	YES
CANNON	-	YES	YES	YES	YES
FLOATING SAND	-	YES	-	YES	YES
FIRE	-	-	YES	YES	YES
MANTISS WARRIOR	1	-	-	-	YES
NIGHT DIVER	-	1	-	-	YES
GREAT KOGANE	-	-	1	-	YES
SANDEATER	-	-	-	1	YES
GIANT BOSS	-	-	-	-	1

There is a stage boss waiting for you at the end of each stage. You must defeat the stage boss in order to advance to the next stage.

STAGEBOSSES:

STAGE 1: MANTISS WARRIOR
STAGE 2: NIGHT DIVER
STAGE 3: GREAT KOGANE
STAGE 4: SANDEATER
STAGE 5: GIANT BOSS

YOUR GLORIOUS NINJA WEAPONS:

You have two glorious Ninja weapons to use: your Ninja sword and your Ninja weapon ball! JUMP up and press the ATTACK/PICK button to pick the weapon ball and then press the ATTACK/PICK button to use the bullets to attack your enemies!

DEFEATING ENEMIES:
It takes 1 HIT to defeat an enemy; It takes 6 HITS to defeat a stage boss (except the Giant Boss—it takes 11 HITS to defeat him!)

SCORING: You score points by defeating your enemies.

-ROBOT A/B/C/D 50 POINTS

-MANTISS WARRIOR 500 POINTS (AS STAGE BOSS)
100 POINTS (IN STAGE 5)

-NIGHT DIVER 500 POINTS (AS STAGE BOSS)
100 POINTS (IN STAGE 5)

-GREAT KOGANE 500 POINTS (AS STAGE BOSS)
100 POINTS (IN STAGE 5)

-SANDEATER 500 POINTS (AS STAGE BOSS)
100 POINTS (IN STAGE 5)

-GIANT BOSS 1000 POINTS (FINAL STAGE BOSS)

REMEMBER: In the final stage, all the stage bosses from the previous four stages will come back to haunt you—as well as the Giant Boss, ~~who is the final and ultimate stage boss~~!

LIFES:
The game starts with full power and 2 additional lifes. You lose 2 POWER UNITS when hit by enemies (except you lose 4 POWER UNITS when hit by ROBOT B and the CANNON GUN). You lose a life whenever your power bar drops to zero.

However, you can REFILL YOUR POWER BAR AND LIFE TO FULL BY PICKING UP THE POWER BOOST. You lose the game if you lose all your lifes.

Press the PAUSE button to pause the game at any time to catch your breath. The game also pauses automatically after you complete each stage. Press the ON/START button to exit a pause or to begin the next stage.

After a GAME OVER, press the ON/START button to begin a new game from stage 1!

Press the SOUND button at any time to fight in silence. Press it again to regain all the sounds of fury!

Press the OFF button to turn off your unit when you're finished playing. But don't worry if you forget—the game automatically shuts itself off after about 3 minutes of non-action.

May the powers of Ryu be with you!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out,DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
   TIGER ELECTRONIC TOYS,
   REPAIR CENTER
   980 Woodlands Parkway,
   Vernon Hills, Illinois 60061, USA.
   Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.